

## MEMORY ADDRESSING OF RANGE BLOCKS IN FRACTAL CODING

### Abstract

The storage of values of a range block and of seven isometries used in a fractal image compression method, consisting of using four memory areas of identical sizes in which are respectively stored the identity, and three first isometries corresponding to the isometries of symmetry with respect to the vertical axis, of  $270^\circ$  rotation, and of  $90^\circ$  rotation.